

미니게임천국 관리자프로그램

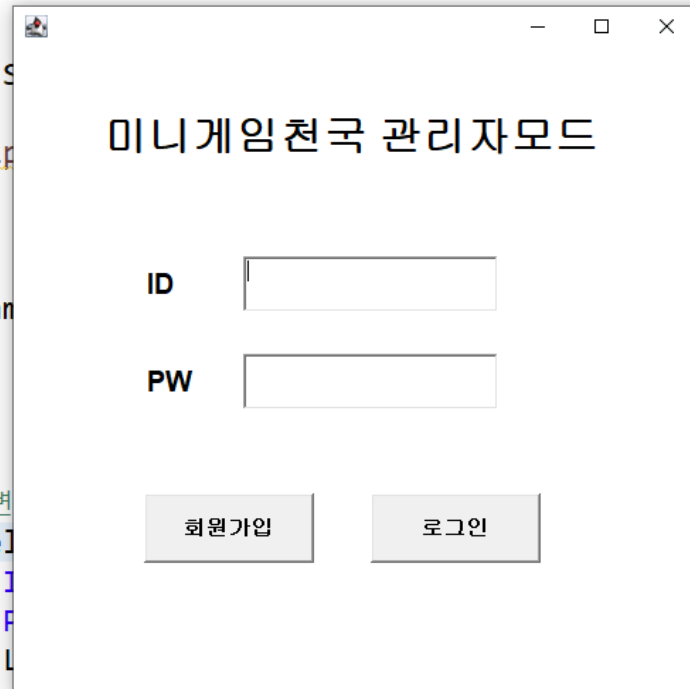
김 대 각

프로그램 개요

1. MySQL을 활용한 회원가입 및 로그인 기능
2. MySQL을 활용한 회원정보 검색,수정,삭제 기능
3. 로또당첨게임
4. 가위바위보게임
5. 빙고게임

미니게임천국 관리자프로그램 - 로그인화면

```
1 package Portfolio;
2
3 import java.awt.*;
4
21
22 public class Membership_Management
23 {
24
25     public static void main(String[] args)
26     {
27         Membership membership = new Membership();
28     }
29 }
30
31 class Membership extends JFrame
32 {
33     //화면중앙배치용 변수
34     Dimension dimen, dimen1;
35
36     //init용 화면 구현 레이아웃 변수
37     Label lbTitle = new Label("미니게임천국 관리자모드");
38     Label lbId = new Label("ID");
39     Label lbPw = new Label("PW");
40     Label lbIdRecheck = new Label("ID 재확인");
41
42     TextField tfId = new TextField(15);
43     TextField tfPw = new TextField(15);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
```



미니게임천국 관리자모드

ID

PW

미니게임천국 관리자프로그램 - 회원가입화면

```
1 package Portfolio;
2
3 import java.awt.*;
21
22 public class Membership_Management
23 {
24
25     public static void main(String[] args)
26     {
27         Membership membership = new Membership();
28     }
29 }
30
31 class Membership extends JFrame
32 {
33     //화면중앙배치용 변수
34     Dimension dimen, dimen1;
35
36     //init용 화면 구현 레이아웃 변수들
37     Label lbTitle = new Label("회원가입화면");
38     Label lbId = new Label("아이디");
39     Label lbPw = new Label("패스워드");
40     Label lbIdRecheck = new Label("패스워드확인");
41
42     TextField tfId = new TextField(10);
43     TextField tfPw = new TextField(10);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character"
```

회원가입화면

아이디
eorkr114

패스워드

패스워드확인

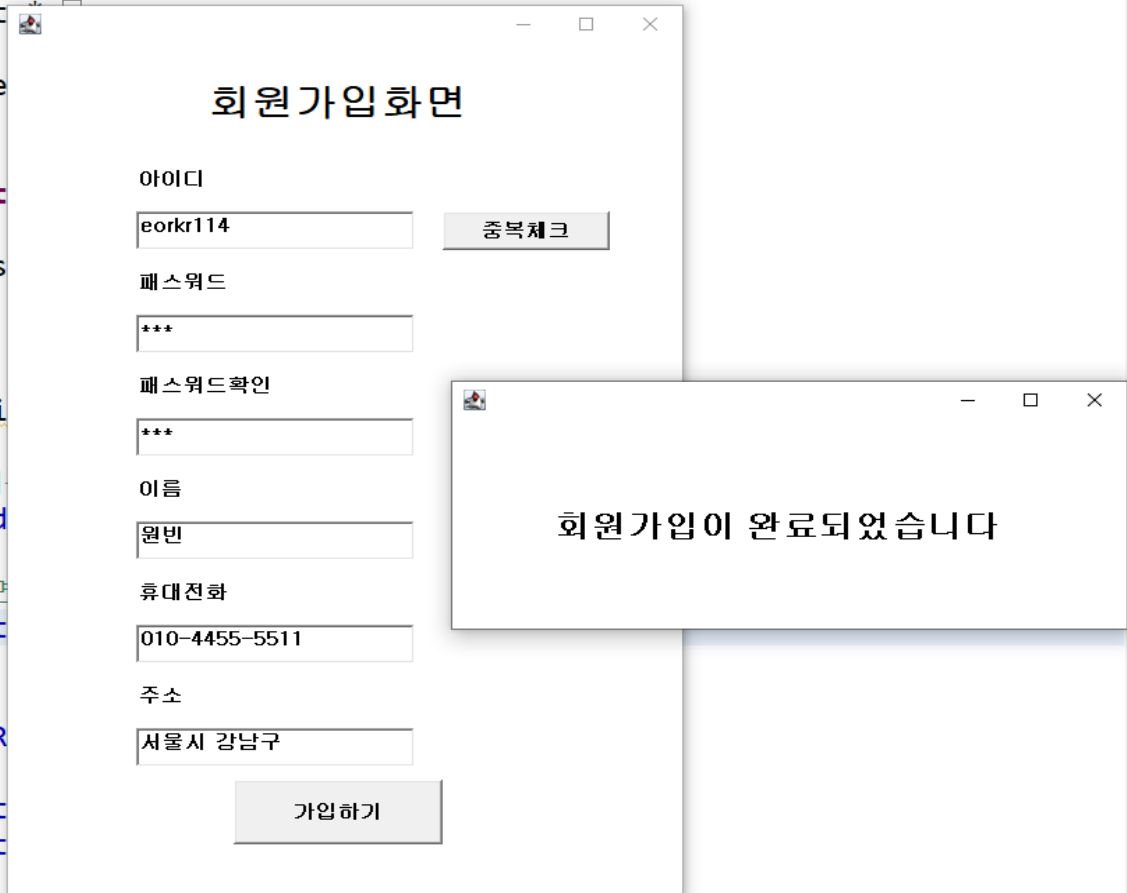
이름
원빈

휴대전화
010-4455-5511

주소
서울시 강남구

미니게임천국 관리자프로그램 - 회원가입 완료화면

```
1 package Portfolio;
2
3 import java.awt.*;
4
21
22 public class Member {
23 {
24
25     public static Members Members;
26 {
27     Members = new Members();
28 }
29 }
30
31 class Membership {
32 {
33     //화면중앙배치
34     Dimension d;
35
36     //init용 화면
37     Label lbTitle;
38     Label lbId;
39     Label lbPw;
40     Label lbIdR;
41
42     TextField tId;
43     TextField tPw;
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8";
```



The screenshot displays a Java Swing application with two windows. The main window, titled '회원가입화면', contains a registration form with the following fields and controls:

- 아이디 (ID):** A text field containing 'eorkr114' and a '중복체크' (Check Duplicate) button.
- 패스워드 (Password):** A text field containing '***'.
- 패스워드확인 (Confirm Password):** A text field containing '***'.
- 이름 (Name):** A text field containing '원빈'.
- 휴대전화 (Mobile Phone):** A text field containing '010-4455-5511'.
- 주소 (Address):** A text field containing '서울시 강남구'.
- 가입하기 (Sign Up):** A button at the bottom right.

A second, smaller dialog box is overlaid on the main window, displaying the message '회원가입이 완료되었습니다' (Member registration is complete).

미니게임천국 관리자프로그램 - MySQL 데이터베이스화면

MySQL Workbench

Local instance MySQL80 x

File Edit View Query Database Server Tools Scripting Help

Navigator: Filter objects

SCHEMAS

- member
- sakila
- study**
 - Tables
 - friends
 - member
 - members**
 - Columns
 - Indexes
 - Foreign Keys
 - Triggers
 - memo
 - music_list
 - new_friends
 - test
 - today
 - Views
 - Stored Procedures
 - Functions
- study_db
- sys
- world

Administration Schemas Information

Table: **member**

Columns:

- idx int AI PK
- id varchar(45)
- pw varchar(45)
- name varchar(45)
- hp varchar(45)

members x members

1 • SELECT * FROM study.members;

Limit to 1000 rows

Result Grid

	idx	id	pw	name	phone	addr
▶	70	eorkr113	113	공유	010-8877-9988	서울시 강남구
	71	eorkr112	112	김대각	010-8888-4444	대전광역시 동구
	72	eorkr114	114	원빈	010-4455-5511	서울시 강남구
•	NULL	NULL	NULL	NULL	NULL	NULL

members 1 x

Output

Action Output

Result Grid

Form Editor

Field Types

Query Stats

Execution Plan

Apply Revert

미니게임천국 관리자프로그램 - 관리자화면

1.MySQL에 있는 회원정보
열람 가능

2.MySQL에 있는 회원정보
검색,수정,삭제 가능

3.3가지의 미니게임 가능

The image displays a Java IDE with the following code for the `Membership_Management` application:

```
1 package Portfolio;
2
3 import java.awt.*;
23
24 public class Membership_Management
25 {
26
27     public static void main(String[] args)
28     {
29         Membership membership = new Membership();
30     }
31 }
32
33 class Membership extends JFrame
34 {
35     //화면중앙배치용 변수
36     Dimension dimen, dimen1;
37
38     //init용 화면 구현 레이아웃 변수들
39     Label lbTitle = new Label("관리자 화면");
40     Label lbId = new Label("ID");
41     Label lbPw = new Label("PW");
42     Label lbIdRecheck = new Label("ID 재확인");
43
44     TextField tfId = new TextField(20);
45     TextField tfPw = new TextField(20);
46
47     Button btnlogin = new Button("로그인");
48     Button btnregi = new Button("회원가입");
49
50     Connection conn = null;
51     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8";
```

The GUI preview window, titled "관리자 화면", contains the following buttons:

- 회원현황보기 (View Member Status)
- 회원수정하기 (Edit Member)
- 회원삭제하기 (Delete Member)
- 로또게임하기 (Play Lotto Game)
- 가위바위보게임하기 (Play Rock Paper Scissors Game)
- 빙고게임하기 (Play Bingo Game)

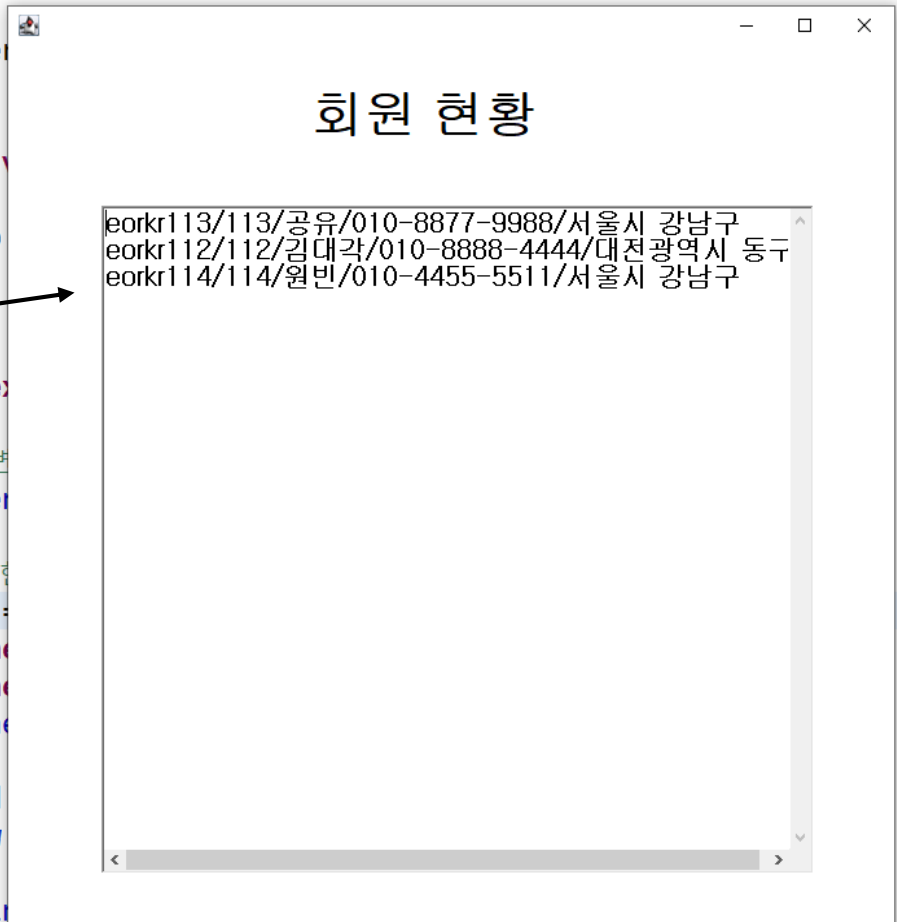
Arrows indicate the mapping between the code and the GUI elements:

- Line 27-30 (main method) points to the "회원현황보기" button.
- Line 33-36 (Membership class) points to the "회원수정하기" and "회원삭제하기" buttons.
- Line 39-42 (Label declarations) points to the "로또게임하기", "가위바위보게임하기", and "빙고게임하기" buttons.

미니게임천국 관리자프로그램 - 회원현황 화면

1.MySQL에 있는 회원정보를
TextArea를 통해 확인가능

```
1 package Portfolio;
2
3 import java.awt.*;
21
22 public class Member
23 {
24
25     public static
26     {
27         Membership
28     }
29 }
30
31 class Membership ex
32 {
33     //화면중앙배치용 변
34     Dimension dimer
35
36     //init용 화면 구
37     Label lbTitle =
38     Label lbId = ne
39     Label lbPw = ne
40     Label lbIdReche
41
42     TextField tfId
43     TextField tfPw
44
45     Button btnlogi
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character
```



회원 현황

eorkr113/113/공유/010-8877-9988/서울시 강남구
eorkr112/112/김대각/010-8888-4444/대전광역시 동구
eorkr114/114/원빈/010-4455-5511/서울시 강남구

미니게임천국 관리자프로그램 - 회원정보 수정화면

1.아이디를 통해 회원정보
조회 가능

2.아이디를 제외한 회원정
보 수정 가능

```
1 package Portfolio;
2
3 import java.awt.*;
4
21
22 public class Membership_Management {
23 {
24
25     public static void main(String[] args) {
26     {
27         Membership membership = new Membership();
28     }
29 }
30
31 class Membership extends JFrame {
32 {
33     //화면중앙배치용 변수
34     Dimension dimen, dimen1;
35
36     //init용 화면 구현 레이아웃 변수들
37     Label lbTitle = new Label("회원수정하기");
38     Label lbId = new Label("ID");
39     Label lbPw = new Label("PW");
40     Label lbIdRecheck = new Label("ID 재확인");
41
42     TextField tfId = new TextField(20);
43     TextField tfPw = new TextField(20);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8";
```

회원수정하기

ID eorkr112

Name 김대각

HP 010-8888-1111

Address 대전광역시 동구

수정완료 찾기

Membership_Management [Java Application] C:\Users\DW\p2\pool\plugins\org.eclipse.justi.openjdk...

회원 정보수정 완료!!

미니게임천국 관리자프로그램 - 회원정보변경 완료화면

변경된 회원정보 확인가능

The screenshot shows the Eclipse IDE with the following Java code in the background:

```
1 package Portfolio;
2
3 import java.awt.*;
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 public class Membership_
23 {
24
25     public static void m
26     {
27         Membership membe
28     }
29 }
30
31 class Membership extends
32 {
33     //화면중앙배치용 변수
34     Dimension dimen, dim
35
36     //init용 화면 구현 레이O
37     Label lbTitle = new
38     Label lbId = new Lab
39     Label lbPw = new Lab
40     Label lbIdRecheck =
41
42     TextField tfId = new
43     TextField tfPw = new
44
45     Button btnlogin = ne
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character
```

The '회원 현황' (Member Status) window displays the following member information:

회원ID	회원명	회원번호	회원주소
eorkr113/113/공유	010-8877-9988	서울시 강남구	
eorkr112/112/김대	010-8888-1111	대전광역시 동구	
eorkr114/114/원빈	010-4455-5511	서울시 강남구	

A callout box points to the '회원 현황' window with the text '변경된 회원정보 확인가능'.

미니게임천국 관리자프로그램 - 회원정보 삭제화면

1.아이디를 통해 회원정보
조회 가능

2.아이디를 통해 회원정보
확인후 삭제 가능

```
1 package Portfolio;
2
3 import java.awt.*;
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 public class Membership_Management
23 {
24
25     public static void main(String[] args) {
26         Membership_Management mm = new Membership_Management();
27         mm.setVisible(true);
28     }
29 }
30
31 class Membership_Management extends JFrame {
32 {
33     //화면중앙배치용
34     Dimension dim = new Dimension(400, 300);
35
36     //init용 화면
37     Label lbTitle = new Label("회원삭제화면", 100, 100, 100, 30);
38     Label lbId = new Label("ID", 100, 150, 100, 30);
39     Label lbPw = new Label("Name", 100, 180, 100, 30);
40     Label lbIdRec = new Label("H P", 100, 210, 100, 30);
41
42     TextField tfId = new TextField(15);
43     TextField tfPw = new TextField(15);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character";
```

회원삭제하기

ID	eorkr114
Name	원빈
H P	010-4455-5511
Address	서울시 강남구

삭제하기 조회하기

알림

DB에서 데이터가 삭제됩니다.

확인

Membership_Management (Java Application) C:\Users\DW\p2\pool\plugins\org.eclipse

회원 정보수정 완료!!

미니게임천국 관리자프로그램 - 회원정보 삭제완료 화면

```
1 package Portfolio;
2
3 import java.awt.*;
21
22 public class Membership_Management
23 {
24
25     public static
26     {
27         Membersh
28     }
29 }
30
31 class Membership
32 {
33     //화면중앙배치용
34     Dimension di
35
36     //init용 화면
37     Label lbTitle
38     Label lbId =
39     Label lbPw =
40     Label lbIdRec
41
42     TextField tfId = new TextField(15);
43     TextField tfPw = new TextField(15);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character
```

회원 삭제하기

ID eorkr114

Name 삭제완료!

HP 삭제완료!

Address 삭제완료!

삭제하기 조회하기

Membership_Management [Java Application] C:\Users\DW#.p2\pool\plugins\org.eclipse.jst

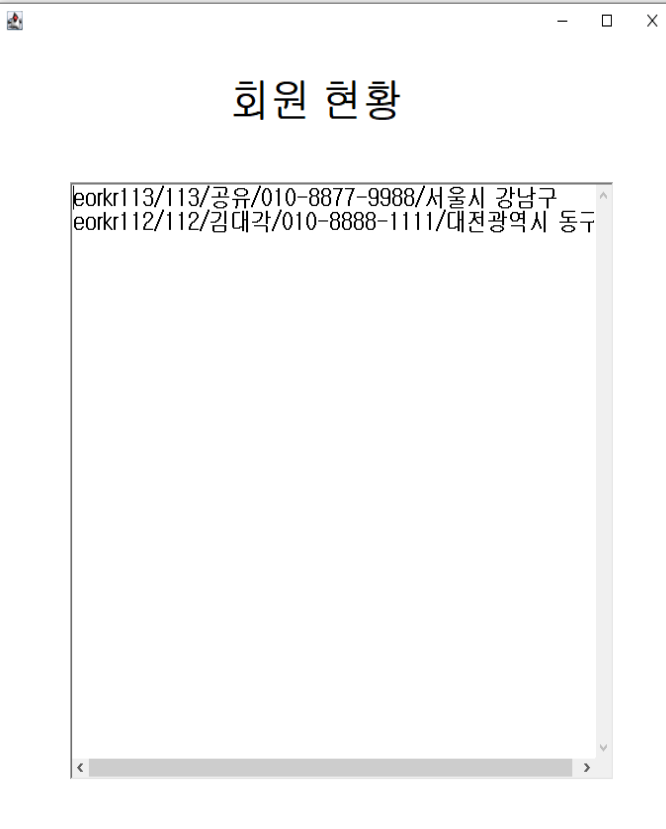
회원 정보수정 완료!!

회원 삭제 완료!!

미니게임천국 관리자프로그램 - 회원현황 삭제화면

데이터베이스에 있던 eorkr114
계정의 정보가 삭제됨

```
1 package Portfolio;
2
3 import java.awt.*;
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22 public class Membership {
23 {
24
25     public static void main(String[] args) {
26     {
27         Membership mem = new Membership();
28     }
29 }
30
31 class Membership extends JFrame {
32 {
33     //화면중앙배치용 변수
34     Dimension dimen, dim;
35
36     //init용 화면 구현 레이아웃
37     Label lbTitle = new Label("회원 현황");
38     Label lbId = new Label("회원 ID");
39     Label lbPw = new Label("회원 비밀번호");
40     Label lbIdRecheck = new Label("회원 ID 재확인");
41
42     TextField tfId = new TextField(20);
43     TextField tfPw = new TextField(20);
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8";
```



```
Membership_Management [Java Application] C:\Users\DW\p2\pool\plugins\org.eclipse.jdt.launcher\org.eclipse.jdt.launcher.exe
회원 정보수정 완료!!
회원 삭제 완료!!
```

미니게임천국 관리자프로그램 - 로또당첨게임 화면

1.로또입력번호를 자동
입력 가능

2.당첨번호,현재 총 판수,
누적당첨횟수통계 확인
가능

The screenshot displays the Java IDE with the `Membership_Management.java` file open. The code defines a `Membership_Management` class and a `Membership` class. The `main` method initializes the application. The `Membership` class contains methods for managing members and the lottery game.

The `Membership` class methods include:

- `addMember`: Adds a new member to the database.
- `deleteMember`: Deletes a member from the database.
- `updateMember`: Updates a member's information.
- `getMemberList`: Retrieves a list of all members.
- `drawLotto`: Draws the winning lottery numbers.
- `getLottoResult`: Retrieves the winning lottery numbers.

The `drawLotto` method is highlighted in the code, showing the logic for drawing the winning numbers.

The `drawLotto` method implementation:

```
public void drawLotto() {  
    //로또번호생성  
    Random r = new Random();  
    int[] lotto = new int[6];  
    for (int i = 0; i < lotto.length; i++) {  
        lotto[i] = r.nextInt(45) + 1;  
    }  
    //중복제거  
    for (int i = 0; i < lotto.length; i++) {  
        for (int j = i + 1; j < lotto.length; j++) {  
            if (lotto[i] == lotto[j]) {  
                lotto[j] = r.nextInt(45) + 1;  
            }  
        }  
    }  
    //당첨번호저장  
    String sql = "insert into lotto values (" + lotto[0] + "," + lotto[1] + "," + lotto[2] + "," + lotto[3] + "," + lotto[4] + "," + lotto[5] + ")";  
    Connection conn = null;  
    Statement stmt = null;  
    try {  
        conn = DriverManager.getConnection("jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8", "root", "123456");  
        stmt = conn.createStatement();  
        stmt.executeUpdate(sql);  
    } catch (SQLException e) {  
        e.printStackTrace();  
    } finally {  
        if (stmt != null) stmt.close();  
        if (conn != null) conn.close();  
    }  
}
```

The `getLottoResult` method implementation:

```
public int[] getLottoResult() {  
    String sql = "select * from lotto";  
    Connection conn = null;  
    Statement stmt = null;  
    try {  
        conn = DriverManager.getConnection("jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&characterEncoding=utf8", "root", "123456");  
        stmt = conn.createStatement();  
        ResultSet rs = stmt.executeQuery(sql);  
        int[] lotto = new int[6];  
        while (rs.next()) {  
            lotto[0] = rs.getInt(1);  
            lotto[1] = rs.getInt(2);  
            lotto[2] = rs.getInt(3);  
            lotto[3] = rs.getInt(4);  
            lotto[4] = rs.getInt(5);  
            lotto[5] = rs.getInt(6);  
        }  
    } catch (SQLException e) {  
        e.printStackTrace();  
    } finally {  
        if (stmt != null) stmt.close();  
        if (conn != null) conn.close();  
    }  
    return lotto;  
}
```

The `drawLotto` method is called in the `main` method, and the results are displayed in the `drawLottoResult` window.

The `drawLottoResult` window shows the winning numbers and the prize amounts for each matching number:

- 당첨번호1번: 5
- 당첨번호2번: 7
- 당첨번호3번: 9
- 당첨번호4번: 17
- 당첨번호5번: 19
- 당첨번호6번: 37

The prize amounts are:

- 6개맞추면 1등: 10억
- 5개맞추면 2등: 1억
- 4개맞추면 3등: 1천만원
- 3개맞추면 4등: 10만원
- 2개맞추면 5등: 5천원
- 1개맞추면 6등: 짝
- 0개맞추면 7등: 짝

The `drawLottoResult` window also displays the current game status:

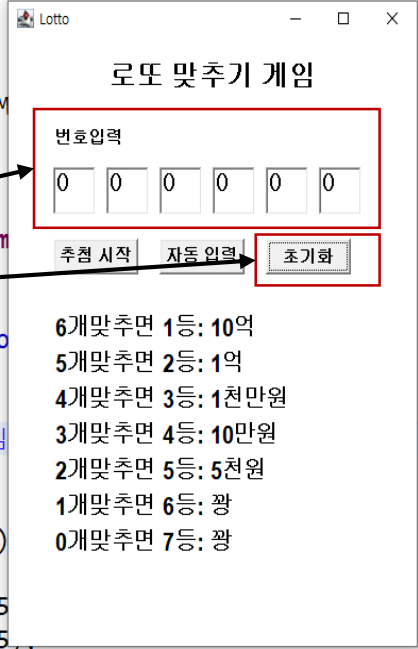
- 현재 1번째 게임중!
- 7등당첨!
- 1등 0번 당첨!
- 2등 0번 당첨!
- 3등 0번 당첨!
- 4등 0번 당첨!
- 5등 0번 당첨!
- 6등 0번 당첨!
- 7등 1번 당첨!

The `drawLottoResult` window has a `확인` button.

미니게임천국 관리자프로그램 - 로또당첨게임 초기화 화면

초기화버튼을 통해 0으로
입력번호를 초기화

```
1 package Portfolio;
2
3 import java.awt.*;
21
22 public class Membership_Management
23 {
24
25     public static void main(String[]
26     {
27         Membership membership = new M
28     }
29 }
30
31 class Membership extends Frame implem
32 {
33     //회원중앙배치용 변수
34     Dimension dimen, dimen1; int xpo
35
36     //init용 화면 구현 레이아웃 변수들...
37     Label lbTitle = new Label("미니게임
38     Label lbId = new Label("ID");
39     Label lbPw = new Label("PW");
40     Label lbIdRecheck = new Label("")
41
42     TextField tfId = new TextField(15
43     TextField tfPw = new TextField(15,,
44
45     Button btnlogin = new Button("로그인");
46     Button btnregi = new Button("회원가입");
47
48     Connection conn = null;
49     String url = "jdbc:mysql://127.0.0.1:3306/study?useUnicode=true&character
```



로또 맞추기 게임

번호입력

0 0 0 0 0 0

추첨 시작 자동 입력 초기화

6개맞추면 1등: 10억
5개맞추면 2등: 1억
4개맞추면 3등: 1천만원
3개맞추면 4등: 10만원
2개맞추면 5등: 5천원
1개맞추면 6등: 짱
0개맞추면 7등: 짱

Membership_Management [Java Application] C:\Users\DW\p2\pool\plugins\org.eclipse.justj.open

회원 정보수정 완료!!

회원 삭제 완료!!

당첨번호1번

5

당첨번호2번

7

당첨번호3번

9

당첨번호4번

17

당첨번호5번

19

당첨번호6번

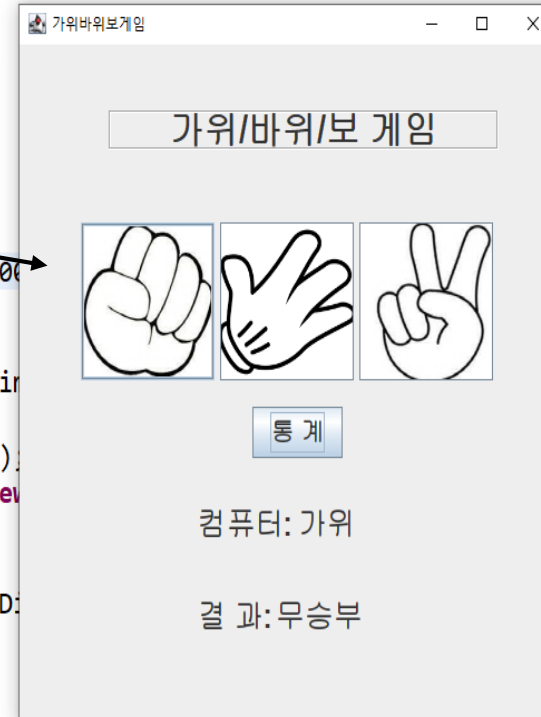
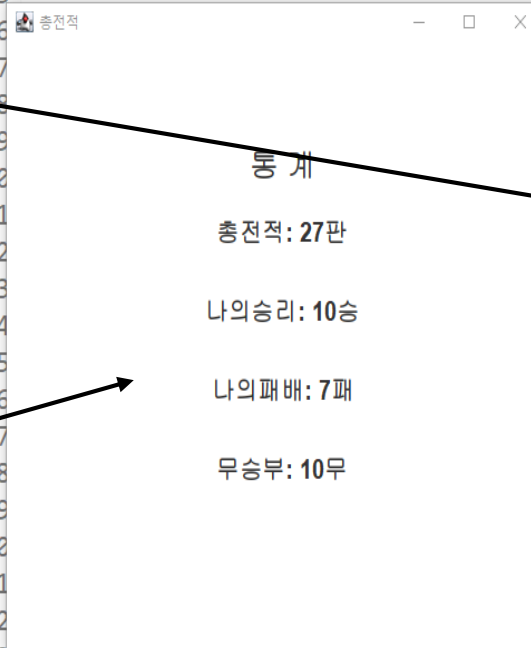
37

미니게임천국 관리자프로그램 - 회원가입화면

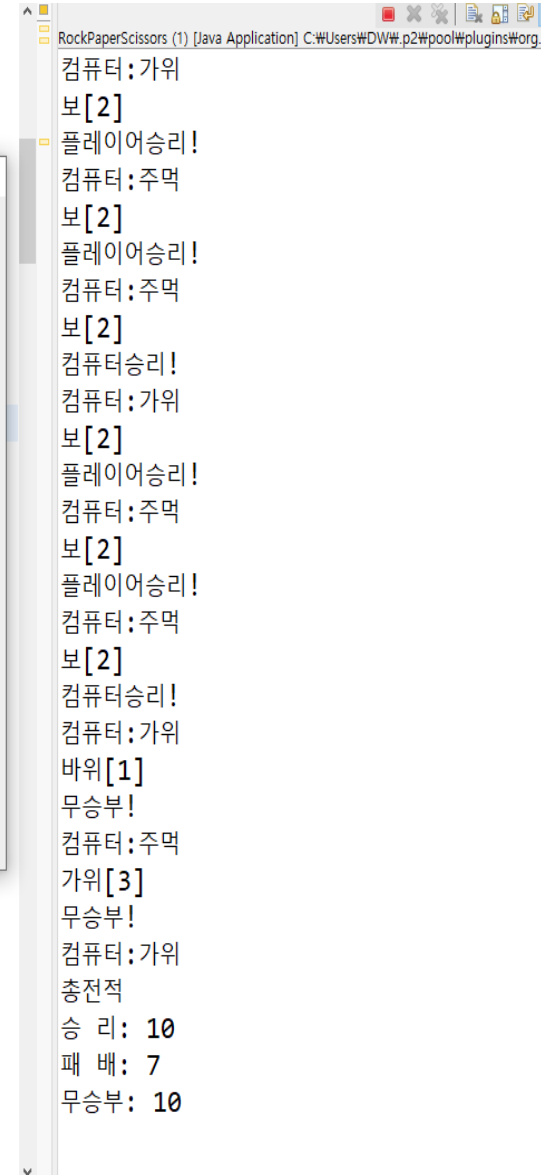
1.가위,바위,보 버튼을 누르면 랜덤결과가 나오는 가위바위보게임

2.총 전적,승리,패배,무승부 통계 확인가능

```
40      Font font10 = new Font("SansSerif", Font.BOLD, 10);
41
42      lbl = new JLabel( "가위/바위/보 게임",JLabel.CENTER);
43      lbl.setBounds(80, 50, 350, 30);
44      lbl.setFont(font30);
```



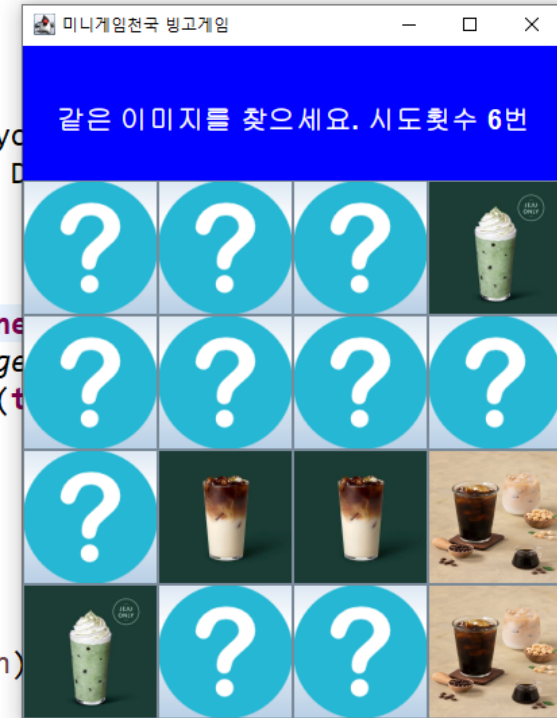
```
63      Panel12.add(paper);
64      Panel12.add(scissors);
65
66      Panel1 = new JPanel();
67      Panel1.setBounds(200, 270, 100, 50);
68      b1 = new JButton("게임시작");
69      b1.setFont(font15);
70      b2 = new JButton("통계");
71      b2.setFont(font20);
```



미니게임천국 관리자프로그램 - 빙고게임화면

랜덤위치에 나오는 이미지
두 개를 맞추는 빙고게임

```
33 LabelMessage.setForeground(Color.WHITE);
34 LabelMessage.setFont(new Font("나눔고딕",Font.BOLD,20));
35 LabelMessage.setHorizontalAlignment(JLabel.CENTER);
36 panelNorth.add(LabelMessage);
37 this.add("North",panelNorth);
38
39 panelCenter = new JPanel();
40 panelCenter.setLayout(new GridLayout(4,4));
41 panelCenter.setPreferredSize(new Dimension(400,400));
42
43 for(int i=0; i<16; i++) {
44     buttons[i] = new JButton();
45     buttons[i].setPreferredSize(new Dimension(50,50));
46     buttons[i].setIcon(changeImage(1));
47     buttons[i].addActionListener(this);
48     panelCenter.add(buttons[i]);
49 }
50 this.add("Center", panelCenter);
51 this.pack(); //빈공간 제거
52
53 }
54 public int getButtonIndex(JButton btn) {
55     int index = 0;
56     for(int i=0; i<16; i++) {
57         if(buttons[i] == btn) { //주소값이 같은가?
58             index = i;
59         }
60     }
61     return index;
62 }
63
64 @Override
65 public void actionPerformed(ActionEvent e) {
```



이상입니다.